Curriculum Vitae

Youngkyun Baek

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EDUCATION

Sep. 1980 - Feb. 2000	KOREA UNIVERSITY Ph.D. Specialization: Educational Sociology with emphasis on Computers in Education Dissertation : An Analysis of Communications in Two Cyberspace Learning Communities
Mar. 1984 - Feb. 1988	GEORGIA STATE UNIVERSITY Ph.D. Specialization: Educational Foundations with emphasis on Computers in Education Dissertation : Using Color, Graphics, and Animation in a Computer Assisted Tutorial Lesson
Sep. 1978 - Feb. 1980	KOREA UNIVERSITY M.A.
Mar. 1974 - Feb. 1978	KONGJU NATIONAL UNIVERSITY B.A. in English Education

TEACHING & WORKING EXPERIENCES

Mar. 1991 – June 2010	*Assistant Professor, Associate Professor, Professor* Educational Technology, Korea National University of Education, Korea
Jan. 2010 - Present	*President, Korean Association of Educational Methology Studies*
Aug. 2006 - Aug. 2007	*Visiting Professor* University of Cincinnati
2000 - present	*Director* The Korean Society for Educational Technology
2000 - 2004	*Vice President* Korean Association for Educational Information and Media.
Jul. 2000 - Aug. 2000	*Adjunct Visiting Professor* The University of British Columbia, Canada
Jul. 1999 - Aug. 1999	*Adjunct Visiting Professor & Noted Scholar* The University of British Columbia, Canada

Jul. 1998 - Aug. 1998	*Adjunct Visiting Professor*
	The University of British Columbia, Canada
Mar. 1989 – Feb. 1991	*Senior Researcher*
	Computer Education Research Center, Korean Educational Development Institute.
Mar. 1980 – Feb. 1981	*Teacher*
	Yesan High School, Yesan, Korea
Mar. 1978 - Sep. 1978	*Teacher*
	Koduk Middle School, Yesan, Korea

ACTIVITIES & HONOURS

2010	*Inclusion in Who's Who in the World*
	Listed in the 2010 Edition of Who's Who in the World?, Marquis Who's Who.
Oct. 2007	*Korean Representative*
	OECD expert meeting on Videogames and Education at Santiago de Chile, Chile, October, 29-31.
2000 - 2001	*Co-Researcher*
	Cyber Counseling Project, Educational Technology Development Center, Tokyo Technology College, Japan
2000 - 2001	*Co-Director*
	Department of Curriculum Studies, On-Line Learning Web Site Development Project, UBC, Canada
1999 - 2004	*Special Invited Professor*
	Teachers College, YanBian University, China
Aug. 1998	*Noted Scholar*
	Faculty of Education, University of British Columbia, Vancouver, Canada
Nov. 1990	*Representative of Korea*
	Intergovernmental Committee of Intergovernmental Informatics Program, Paris, UNESCO.
Jun. 1990	*Representative of Korea*
	Cyber Counseling Project, Educational Technology Development Center, Tokyo Technology College, Japan

CURRENT RESEARCH INTEREST

Instruction design in Second Life
Teaching & Learning in Virtual Worlds

BOOKS

1) Baek, Youngkyun & Whitton, Nicola (2012 in Press). *Cases on Digital Game-Based Learning: Methods, Models and Strategies.* New York: IGI Global.
2) Baek, Youngkyun (2010). *Gaming for Classroom-Based Learning: Digital Role Playing as a Motivator of Study (ed.).* New York: IGI Global.
3) Gibson, David and Baek, Youngkyun (2009). *Digital Simulations for Improving Education: Learning Through Artificial Teaching* Environments *(Co-Ed.).* New York: IGI Global.
4) Baek, Youngkyun (2010). Teaching and Learning in a Virtual World. Seoul: Hakjisa.
5) Baek, et. al.(2006). *Data Analysis Using SPSS (Co-author, 4th Ed.).* Seoul: Hakjisa.

6) Baek, et. al. (2006). *Educational Technology and Methods: In ubiquitous world (Co-author, 2nd Ed.)*. Seoul: Hakjisa.
7) Baek, Youngkyun (2006). *Understanding and Application of Game Based Learning*. Seoul: Kyoyookkwahaksa.
8) Baek, et., al. (2006). *Theory and Practice of Educational Media (Co-author)*. Seoul: Mun-um Publishing Co.
9) Baek, Youngkyun (2005). *Understanding and Application of Edutainment*. Seoul : Jung-il Publishing Co.
10) Baek, et., al. (2004). *Secondary School ICT Utilization Class to Easily Prepare,* Donganet.
11) Baek, et., al. (2004). *Elementary School ICT Utilization Class to Easily Prepare,* Donganet.
12) Baek, et., al. (2003). *Practical Use of ICT in Education*. Mun-um Publishing Co.
13) Baek, et., al. (2002). *Click Computer World (a textbook approved by superintendent of education)*. Seoul: DooSanDongA.
14) Baek, et., al. (2002). *High School Information Society and Computer TextBook.* Seoul: ChoongAng Institute for Better Education.
15) Baek, et., al. (2001). *Computer and Life (a textbook approved by superintendent of education)*. Seoul: ChoongAng Institute for Better Education.
16) Baek, et., al. (2000). *Middle School Computer TextBook.* Seoul: ChoongAng Institute for Better Education.
17) Baek, et., al. (2000). *Education@Internet.* Gyeonggido Paju: Yangsuwon.
18) Baek, et., al. (1999). *Preparation of Web-based Learning Environment and Development Tools.* Seoul: Wonmisa.
19) Baek, Youngkyun (1999). *A Design of Web-based Learning*. Gyeonggido Paju: Yangsuwon.
20) Baek, et., al. (1999). *Information Communication General.* Seoul Metropolitan Office of Education.
21) Baek, Youngkyun (1998). *Multi-media Pedagogy*. Gyeonggido Paju: Yangsuwon.
22) Baek, et., al. (1997). *Internet and Education.* Gyeonggido Paju: Yangsuwon.
23) Baek, Youngkyun (1995). *Design of Software for Studying.* Seoul: Kyoyookkwahaksa.
24) Baek, et., al. (1995). *Educational Method and Educational Technology.* Gyeonggido Paju: Yangsuwon.
25) Baek, et., al. (1995). *DOS, Easy to Learn.* Seoul: Daeha Publishing Co.
26) Baek, et., al. (1995). *Computer Communication.* Seoul: Daeha Publishing Co.
27) Baek, et., al. (1995). *Introduction to Computer.* Seoul: Daeha Publishing Co.
28) Baek, et., al. (1994). *Computer Classroom for Children.*Seoul: Kihanjae.
29) Baek, et., al. (1994). *Investigation of Teaching-Learning Methods Using Computer as a Media*. Seoul: Kyoyookkwahaksa.
30) Baek, Youngkyun (1994). *Exploration of Teaching-Learning Method.* Seoul : Kyoyookkwahaksa.
31) Baek, et., al. (1993). *Middle School Computer.* Ministry of Education.
32) Baek, et., al. (1993). *The Use of SPSS/PC+ for Statistical Analysis.* Seoul: Hakjisa.
33) Baek, et., al. (1993). *BASIC, Easy to Learn (Intermediate).* Seoul: Hyungsul Publishing Co.
34) Baek, et., al. (1992). *Education and Computer (Revised Ed.)*. Gyeonggido: Yangsuwon.
35) Baek, et., al. (1992). *BASIC, Easy to Learn (Beginner's).* Seoul: Hyungsul Publishing Co.
36) Baek, et., al. (1992). *LOGO Programming for Improving Thinking Faculty*. Gyeonggido: Yangsuwon.
37) Baek, et., al. (1992). *LOGO Programming.* Gyeonggido Paju: Yangsuwon.
38) Baek, et., al. (1992). *Education and Computer (Enlarged Edition)*. Gyeonggido: Yangsuwon.
39) Baek, et., al. (1990). *Educational Method and Educational Technology.* Seoul: Dongmunsa, Aug.
40) Baek, et., al. (1990). *The Latest BASIC Programming for Teachers and Students.*Gyeonggido: Chipmundang.
41) Baek, et., al. (1989). *Design of Computer Aided Instruction*. Gyeonggido: Yangsuwon.

Translated Books

1) Dick & Carey, *Systematic Teaching Design Theory* (Trans.). Seoul: Academy Press. 2003.
2) *A Design of Multimedia Utilization Teaching* (Trans.). Seoul: HakJiSa. 2003.
3) *Language Education and Computer* (Trans.).   Seoul: Shinahsa, 1996.
4) *LOGO: Children and Computer* (Co-Trans.). Seoul: Yangsuwon. 1990. (Mindstorms by S.

Papert).
5) *Modern Society and Occupation* (Trans.). Seoul: Kyoyookkwahaksa. 1983.

BOOK Chapter

Handbook Chapters

1) Cheong, Donguk, Youngkyun Baek and Heo-Kyeung Kim (2011). Pre-service teachers' teaching practice in Second Life. In Randy Hinrichs and Charles Wankel (Eds.), *Transforming Virtual World Learning* (pp. 67-84). Emerald Group Publishing Limited.
2) Baek, Youngkyun and Hoe-Kyeung Kim (2011). Designing and Developing the Virtual English Adventure in Second Life. In Harrison Hao Yang and Steve Chi-Yin Yuen (Eds.), *Handbook of Research on Practices and Outcomes in Virtual Worlds and Environments*. Information Science Reference.
3) Kim, Bokyeong & Baek, Youngkyun (2011). Exploring ideas and possibilities of Second Life as an Advanced E-learning Environment. In Harrison Hao Yang, & Steve Chi-Yin Yuen (Eds.), *Handbook of Research on Practices and Outcomes in E-Learning: Issues and Trends*. IGI-Global.
4) Cheing, Donguk, Baek, Youngkyun, Yun, Seongchul, & Kim, Hoe Kyeung (2011). Pre-service teachers' teaching practice in Second Life. In N. M. Burk.(Ed.) *Best Teaching Practices For Use in Virtual Environments: Instructional Handbook*. Glendale, AZ: Glendale Community College.
5) Park, Hyungsung and Baek, Youngkyun (2009). Empirical Evidence and Practical Cases for Using Virtual Worlds in Educational Contexts. In Harrison Hao Yang, & Steve Chi-Yin Yuen (Eds.), *Collective Intelligence and E-Learning 2.0: Implications of Web-Based Communities and Networking* (pp.227-246). IGI-Global.
6) Seo, Kay Kyeongju, Patience Sowa, Cynthia Schmidt, Young Kyun Baek, Aimee Byk, and Donguk Cheong (2009). "Online Dialogue on Instructional Technology among Education Students in Republic of Korea, the United Arab Emirates, and the United States of America", In Maddux, C. (Ed.). *Research Highlights in Technology and Teacher Education* (303-310), SITE, 2009.
7) Baek, Y. K. (2008). Revealing New Hidden Curriculum of Digital Games, Richard E. Fertig (ed., pp.1025-1040), *Handbook of Research on Effective Electronic Gaming in Education*. IGI-Global.
8) Park, H. S., Baek, Y. K., & Gibson, D. (2008). Design of an adaptive mobile learning management system. In J. Lumsden (Ed.), *Handbook of Research on User Interface Design and Evaluation for Mobile Technology* (pp.285-300). Volume 1, New York: Information Science Reference.
9) Baek, Y. K., Park, H. S., & Gibson, D. (2007). Design of an adaptive mobile learning management system based on student learning styles. *Handbook of Research on User Interface Design and Evaluation for Mobile Technology*. Canada.
10) Baek, Y. K. (2002). Learning Activities in Online Game. In Y. S. Kim, M. H. Kang, & J.S. Jeong (Eds.) *The New Trend of Educational Technology*. Seoul : Kyoyookkwahaksas.

PUBLICATION

Doctoral Dissertation

1) Interaction Analysis of an Education community member Composed in a Virtual Space. *Doctoral Dissertation*, Korea University, 2000.
2) Using Color, Graphics, and Animation in a Computer-Assisted Learning Tutorial Lesson. *Doctoral Dissertation*, Georgia State University, 1988.

Publication in Journal

1) Choi, Beomkyu, & Baek, Youngkyun. Exploring factors of media characteristic influencing Flowin learning through virtual worlds. Computers & Education, In Press, Accepted Manuscript. doi: 10.1016/j.compedu.2011.06.019

2) Xu, Y., Park, H. S., Baek, Y. K. (xxxx). A new approach toward digital storytelling: An activity focused on writing self-efficacy in a virtual learning environment. *Educational Technology & Society, xx* (x), xx–xx.

3) Kim, Bo-Kyeong, Park, Hyungsung, and Baek, Youngkyun (2009). Not just fun, but serious strategies: Using meta-cognitive strategies in game-based learning. *Computers & Education, 52*(4), May 2009, 800-810.

4) Kim, Bo-Kyeong, Cheong, Donguk, Baek, Youngkyun(2008). Research directions of teaching simulations developing: Through the analysis of teaching simulations for American teacher education. *Journal of Educational Technology, 24*(3), 209-240.

5) Baek, Young (2008). What hinders teachers in using computer and video games in the classroom? Exploring factors inhibiting the uptake of computer and video games. *CyberPsychology and Behavior,* 11(6), 665-671.

6) Yun, Seongchul, Paul Chamness Miller, Youngkyun Baek, & Jaeyeob Jung (2008). Improving recall and transfer skills through vocabulary building in web-based second language learning: An examination by item and feedback type. *Educational Technology and Society, 11*(4), 158-172.

7) Park, Hyungsung & Baek, Youngkyun (2007). Design of learning contents focus on game to support the mobile learning. *Korea Association of Information Education, 11*(2), 167-176. ISSN 1598-0170.

8) Baek, et., al. (2005). An analysis of the key factors in flow and game play intention of educational online games. *Journal of Educational Technology Studies, 21*(3), 1-32.

9) Baek, et., al. (2004). The effect of learner's game and learning ability on logical thinking ability in game-based learning, *Educational Information Media Study, 10*(4), 119-140.

10) Baek, et., al. (2003). A preference analysis of web-based learning data types by gender and cognitive mode. *Science of Education Study, 7*, 67-92.

11) Baek, et., al. (2003). The effect of graphic data type and child cognition mode on mathematics and space perceptivity formation in web environment, *Korean Journal of Educational Research*, 41, 457-489.

12) Baek, Youngkyun (2002). A study on effects of an educational game, *Game Industrial Journal*, 2002 Autumn Issue.

13) Baek, et., al. (2000). An effect on study accomplishment by concept types in hypermedia education environment, *Korean Journal of Educational Research.* 38(3).

14) Baek, et., al. (2000). An effect on study accomplishment by faithfulness levels of computer simulation according to a learner's cognition mode, *Education Information Broadcast Study.* 6(2).

15) Baek, Youngkyun (1998). A study on cooperation learning through internet (2), Case Study, *Korean Journal of Educational Research, 36*(3), 193-223.

16) Baek, et., al. (1997). The effect of information processing strategy on learner's metacognition process through hypermedia learning, *Journal of Educational Research*, 35(4).

17) Baek, et., al. (1996). Effects of the directive, guided, and discovering teaching methods in the use of database on problem solving process, *Journal of Educational Technology Studies*, 12(2), 27-56.

18) Baek, et., al. (1996). Effects of the level of learner's meta-cognition and the type of hyper-text on the performance of learning tasks, *Journal of Educational Research, 34*(3), 123-144.

19) Baek, Youngkyun (1996). Directions of information processing education in schooling. *Journal of Information Processing Studies*, 3(2), 23-29.

20) Baek, et., al. ,Education and teachers' role in the multi-media age. *Journal of Private Education Studies*, 73, 46-55.

21) Baek, et., al. ,Education and teachers' role in the information technology age", *Journal of Better Education*, 7(1), 30-43.

22) Baek, et., al. (1995). Discussion on the design of CAI based on the learning theory of constructivism", *Journal of Educational Computing Studies*, 2(1), 131-152.

23) Baek, et., al. (1994). A study on the development of evaluation instruments of educational computer games, *Journal of Educational Research*, 32(5), 91-108.

24) Baek, et., al. ,A study on the effects of LOGO programming teaching method on problem solving ability(Co-study), Journal of Educational Technology Studies, 9(1), 73-90.

25) Baek, et., al. (1993). Design of intelligent (ICAI) program teaching addition and subtraction of fractional numbers, Journal of Educational Technology Studies, 8(1), 103-109.

26) Baek, et., al. (1992). Error analysis in learning LOGO programming(Co-study), *Journal of Educational Computing Studies, 1*(1), 77-99.

27) Baek, et., al. (1990). A way to improve computer education in Korea, *Journal of Better Education*, Spring.

28) Baek, et., al. (1989). Expert system: How to approach in education. *Journal of Educational Technology Studies*, 5(1).

29) Baek, et., al. (1989). A foundation research to introduce expert system in education. The *Korean Society for the Study of Information Science*, 7(3).

30) Baek, et., al. (1988). Color, graphics, and animation in a computer assisted learning tutorial lesson. *Journal of Computer-Based Instruction*, 15(4). Pp.131-135.

31) Baek, et., al. (1988). Psychological approach to computer programming. *Journal of Educational Technology Studies*. 4(1).

32) Baek, et., al. (1988). An examination of learning theory on computer simulation in occupational education. *Journal of Occupational Education Studies.*

Research Papers

1) Baek, Youngkyun (2004, May-June). E-learning activation and role of tutor, *Educational Development .31*(3), 80-85.

2) Baek, et., al. (2004). The study on construction and utilization of teacher's resource center for classroom class improvement. InterJungbo Co., Ltd.

3) Baek, et., al. (2003). Educational direction and assignment of education administration information - mainly on collection and management of student information-, Policy Study Assignment. Ministry of Education and Human Resources Development.

4) Baek, et., al. (2003, April). A Study on Educational Game Market Analysis and Development Strategy. KGDI.

5) Baek, et., al. (2003, March). A design and implementation of an electronic board supporting web-based discussion learning, *Education Information Broadcast Study*, *9*(1), 193-221.

6) Baek, et., al. (2003, January). A design of an educational game using learning objects. 2003 Winter Korea Game Society General Meeting and Conference.

7) Baek, Youngkyun (2002, December). A study on effect factors and assignment of educational game and learning method. 2002 KGDI journal study collection, KGDI(Korean Game Development Institute), 211-224.

8) Baek, et., al. (2002). A study on cyber education for school education assistance (2)(Study Report RRC 2002-22). Korea Institute of Curriculum and Evaluation.

9) Baek, et., al. (2002). A basic study on teaching and learning Data DB construction between KICE and Offices of Education(RRC 2002-21), Korea Institute of Curriculum and Evaluation.

10) Baek, et., al. (2002). A study on instructive information content expansion for juveniles (Study Report 02-R14). Korea Institute for Youth Development.

11) (2002, December). A study on a New Informatization Equipment Construction Model for school informatization. Korea Education and Research Information Service.

12) Baek, et., al. (2002, September). A study on an analysis of information-based utilization education form. Korea Education and Research Information Service.

13) Baek, et., al. (2002). The actual condition and direction of an ICT utilization education policy, The actual condition and prospect of ICT utilization education in Korean elementary and secondary school(Study Data ORM 2002-8.), Korea Institute of Curriculum and Evaluation,

14) Baek, et., al. (2002). A study on the development direction of electronic textbook / reference book, Korean Electronic Book Consortium.
15) Baek, Youngkyun (2001). A study on cyber education for school education assistance (1), Korea Institute of Curriculum and Evaluation.
16) Baek, Youngkyun (2000, November). A web utilization class by web-surfing. Monthly Edunet.
17) Baek, Youngkyun (2000, October). Publishing activity class through web. Monthly Edunet.
18) Baek, Youngkyun (2000, September). A way to use On-line pen pal for class. Monthly Edunet.
19) Baek, Youngkyun (2000, August). A way to use the internet for a class with a project. Monthly Edunet.
20) Baek, et., al. (2000, July). Application of web utilization cases by message exchanging. Monthly Edunet.
21) Baek, Youngkyun (2000, June). Application of foreign web utilization class cases to our education. Monthly Edunet.
22) Baek, Youngkyun (2000, February). Cognitive apprentice theory. Monthly New Education.
23) Baek, Youngkyun (2000, January). Resource based learning theory. Monthly New Education.
24) Baek, Youngkyun (1999, November). Problem centered learning theory, Monthly New Education.
25) Baek, Youngkyun (1998). A study on interface standardization of educational multimedia software (Co-study, Study Report RR 98-4), Multimedia Educational Assistance Center.
26) Baek, Youngkyun (1998, November). The present development situation and effective utilization plan of multimedia education data, 'Silla University sponsorship Academic Seminar' Digital Times Educational Methodology and Teaching – Learning Strategy ', an Announcement Paper.
27) Baek, Youngkyun (1997, December). Educational technology media utilization and classroom change. Kyeong-gi Education.
28) Baek, Youngkyun (1997, May). Structure and issues of web based instruction. Paper presented at Educational Technology Seminar of Seoul National University.
29) Baek, et., al. (1997, February). A study on the information model of primary and secondary education - centered on the project of accelerating the implementation of educational information. Multimedia Education Research Center attached to KEDI.
33) Baek, Youngkyun (1996, July 48). Use of educational software. *Daejeon Science Studies, 7*, 63-77.
30) Baek, Youngkyun (1996, June). Suggestions on internet education. New Education, 26-34.
31) Baek, Youngkyun (1995). A report on the development of educational software. KEDI.
32) Baek, Youngkyun (1994, November). Learning in Schooling and CAI. Chungbuk Science Studies.
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34) Baek, et., al. (1993, May). A study on improving interaction in the distance education using computer communication. Project Report on the Policy of Research Institute of Broadcasting and Communication Education, Korea Broadcasting and Communication University.
35) Baek, et., al. (1992). A textbook for the training of personals developing courseware, 1992 Research Project Report). Ministry of Education.
36) Baek, Youngkyun (1992, November). A survey on the use of CAI in schooling. Monthly Magazine of Education, 68-75.
37) Baek, Youngkyun (1992, November). The Learning in Schools and the Use of CIA. Monthly Magazine of Education, 38-41.
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39) Baek, et., al. (1990). *A study on the tentative implementation of learning information service*, CR 90-4). KEDI Commissioned Research.
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41) Baek, et., al. (1990). *Prospect of computer technology available in schooling. A textbook for teacher's computer training*(TM 90-1). KEDI Teaching Materials.

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43) Baek, et., al. *Suggestions on CAI program development milieu for educational computer*(KEDI-CERC 90-2).

44) Baek, et., al. A study on the development of school management information system (1)(KEDI, RR 89-02).

45) Baek, et., al. (1989). A scheme to introduce expert system into designing CAI program. A Personal Project funded by KEDI.

46) Baek, et., al. (1989, August). A study on the development of expert system of career education(I)" , Chungang Educational Training Institute..

47) Baek, Youngkyun (1989, February). Pedagogical meaning of human intelligence. New Education.

34) Baek, Youngkyun (1988). A trend in computer science. Journal of Better Education, Fall 1988.

48) Baek, Youngkyun (1980). A study on the development of educational reform model. Education Department of Graduate School of Korea University.

Computer Programs

1) (2007.12-2008.3.30). Development of web contents for career education and teaching-learning mathematics (Level of 10-second) on vacation high school. Seoul Metropolitan Office of Education

2) (2002. 11). Overseas educational site information offer service. Korea Education and Research Information Service

3) (2002. 11). The study on design and development of an input device and an evaluation program for excellent professor/education data sorting. "KICE professor education development center", Korea Institute of Curriculum and Evaluation

4) (2001). Elementary school science multimedia data development. Korea Education and Research Information Service

5) (2000. 9). The study of design for education data digitalizing. Edutopia (Co.,Ltd)

6) (2000. 9). Basic study for activation of ClickQ translation program. ClickQ (Co.,Ltd)

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8) (1998. 12). Educational utilization study of the internet. department of education policy development study

9) (1998. 12). The study on prototype development of virtual experiment and practice. Multimedia Educational Assistance Center, MiRaeNet

10) (1998. 11). Instruction design and database design of the text-book for science cyber-learning. Multimedia, Incom(Co., Ltd)

11) (1997. 11). The study on development of distance training system for in-service teacher.

12) (1997. 10). The study of prototype development for mathematics digital text-book. Multimedia Educational Assistance Center.

13) (1996. 11). Educational software (8 volumes). Ministry of Education and KEDI.

14) (1996). Psychological testing management system. Hanjisa, Papers for Degree

15) (1995. 10). Educational Software (21 volumes). Ministry of Education and KEDI.

16) (1994. 11). Fractional number game, Heungbujon (Using intelligent teaching system). Research Project of Computer Education funded by Seoul Metropolitan Office of Education.

17) (1994. 1. 31). Integrated packages for teaching- "Word Processor, Database, Spreadsheet, Graphic Package, Korean   LOGO". Research Project of Computer Education funded by Seoul Metropolitan Office of Education.

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CONFERENCE PRESENTATION

Baek, Y. (2011). How to design intrinsically motivating games, a keynote speech at Defence Science Research Conference & Expo, 3 - 6 August 2011, Singapore.

Baek, Y. (2011). Exploring Learner Variables Influencing Gaming Achievements in Game Based Learning, a paper present at Society for Informational Technology and Teacher Education,

Nashville, March 7-11, 2011.

Baek, Y. (2011). Designing Intrinsically Motivating Instructional Games, a paper presented at ARVEL workshop, American Educational Research Association, New Orleans, April 10, 2011.

Baek, Y. K. (2010, March 29 - April 2). a Keynote Panel Speaker at SITE 2010--Society for Information Technology and Teacher Education 21st International Conference. San Diego

Moon, H. K. & Baek, Y. K. (2009, November 30-December 4). *Exploring variables exploring variables affecting player's intrinsic motivation in educational games.* Paper presented at the 17th International Conference on Computers in Education, HongKong.

Gibson, David, Baek, Youngkyun, Kirk Bandersall, Leonard Annetta, & Penny Nolte. (2009). *Assessment of learning with games and simulations.* Proceedings of the 20th Society for Information Technology & Teacher Education International Conference, Charleston, South Carolina, USA, 1450-1455.

Seo, Kay Kyeongju, Patience Sowa, Cynthia Schmidt, Youngkyun Baek, Aimee Byk, & Donguk Cheong. (2009). *Talking technology across divides.* Proceedings of the 20th Society for Information Technology & Teacher Education International Conference, Charleston, South Carolina, USA, 2347-2353.

Park, Hyungsung, Baek, Youngkyun, & Hwang, Jihyun (2009). *The effect of learners and game variables on social problem-solving in simulation game.* Proceedings of the 20th Society for Information Technology & Teacher Education International Conference, Charleston, South Carolina, USA, 1527-1533.

Searson, M., Gibson, D., Baek, Y. K., Field, W., & Yoon, K. K. (2008). *Games and simulations: global perspectives.* Proceedings of the 19th Society for Information Technology & Teacher Education International Conference, Las Vegas, USA, 1805-1807.

Baek, Y. K., & Choi, S. C. (2008). *Implications of educational digital game structure for use in formal education settings.* Proceedings of the19th Society for Information Technology & Teacher Education International, Las Vegas, USA, Conference, 1613-1619.

Cha, Jiseon, Baek, Youngkyun, & Xu, Yan (2008, November). *Exploring learner's variables affecting gaming achievement in digital game-based learning.* Paper presented at The 2nd IEEE International Conference on Digital Game and Intelligent Toy Enhanced Learning, Banff, Canada.

Baek, Youngkyun, Kim, Bokyeong, Yun, Seongchul, & Cheong, Donguk (2008, October). *Effects of two types of Sudoku Puzzles on Students' Logical Thinking.* Paper presented at 2nd European Conference on Games Based Learning, Barcelona, Spain.

Baek, Youngkyun. (2008, March). Games and simulations: Global perspectives. In K. McFrrin, R. Weber, R. Carlsen & D. A. Willis (Eds.), *Proceedings of the 19th Society for Information Technology & Teacher Education International Conference*, Las Vegas, USA, 1805-1807.

Baek, Youngkyun (2008, March). Implications of educational digital game structure for use in formal education settings. In K. McFrrin, R. Weber, R. Carlsen & D. A. Willis (Eds.), *Proceedings of the 19th Society for Information Technology & Teacher Education International Conference,* Las Vegas, USA, 1613-1619.

Baek, Youngkyun (2007, October). *Principles of educational digital game structure for formal education.* Paper presented at OECD expert meeting on Videogames and Education at Santiago de Chile, Chile.

Baek, Y. K., & Cheong, D. U. (2007, June). *Simulation for improving motivational skill.* Paper presented at National Educational Computing Conference (NECC), Atlanta, GA, USA.

Baek, Youngkyun (2007, June) *Simulation for improving motivational skill.* NECC 2007-National Educational Computing Conference, Atlanta, GA, USA.

Baek, Youngkyun, et. Al (2007, May) The effects of response modes in web-based language learning on recall and transfer, CALICO 2007- Computer Assisted Language Instruction Consortium, San Marcos, TX, USA.

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Baek, Youngkyun and Dongul Cheong (2007, April). *Cognitive and conceptual assessment frameworks for simulating teaching and learning.* Paper presented at the 2007 American Educational Research Association (AERA), Chicago, IL, USA.

Baek, Youngkyun (2007, March). *Simulating teaching & learning.* Paper presented at SITE 2007 - Society for Information Technology & Teacher Education International Conference, in San Antonio, Texas, USA.

Kim, B. K., Park, H. S., & Baek, Y. K. (2007). Metacognitive strategies for successful game-based learning, *ICoME 2007(International Conference for Media and Education(5th),* 125-131.

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Baek, Youngkyun (2004, July). *The role of e-learning as a school education assistance system.* Education Technology e-Learning Seminar "School Education and e-Learning", Seoul COEX, 1-22.

Baek, Youngkyun (2003, November). *Expanding discussion to school sector*. Paper presented at the KSSE 50th Anniversary International Conference, The Role of Education in the 21st Century, Hoam Convention Center, Seoul National University.

Baek, Youngkyun (2003, January). *A study on the ways to use on-line games to support communication as CLT Media*(Co-study). 2003 Winter Korea Game Society General Meeting and Conference. 293-302.

Baek, YoungKyun, Hyun-Jung Cho, Bo-Kyeong Kim (2002, December). *Uses of Learning Objects in a Wireless Internet Based Learning System.* Paper presented at Auckland, NewZealand, International conference on Computers in Education (ICCE2002).

Baek, YoungKyun, Hyun-Jung Cho, Bo-Kyeong Kim (2002). *Uses of learning objects in a wireless internet based learning system*. Paper presented at Auckland, International conference on Computers in Education (ICCE2002), Newzealand.

Baek, et., al.(2001, July). *Cyber school as a supplementation system of a school.* Korean Educational Development Institute/Korea Education and Research Information Service sponsorship, Policy Forum Subject Announcement.

Baek, et., al.(2000, November). *A sesign and implementation of teaching models in web-based teacher training.* Paper presented at ICCE/ICAI, International Conference on Computers in Education/International Conference on Computer Assisted Instruction, Taipei, Taiwan.

Baek, Youngkyun (1998, December). *The present situation and assignment of teacher training using a virtual education system.* Busan National University sponsorship 'Education using Multimedia and Virtual Educational System'.

Baek, Youngkyun (1998, August). *Teacher training via internet in Korea.* Paper presented at the University of British Columbia, Canada.

Baek, Youngkyun (1998). The *present situation and development direction of educational technology utilization*, Korean Society for Education Technology, Spring Conference, Seoul National University Professors' Facility.

Baek, Youngkyun (1997, August). *A study on cooperative learning internet (1,2,3).* Paper presented at Educational Technology Seminar of Hangyang University.

Baek, Youngkyun (1995, July 24-July 29). *Introduction of AI technology in CBI design: MITS.* Paper Presented at the SEAN-ROK Workshop on the Development of Educational Software, Systems Engineering Research Institute/KIST.

Baek, Youngkyun (1995, January). 7th Computer Education Seminar, NASEC (The National Association for the Studies of Educational Computing).

Baek, Youngkyun (1993, April). *Teaching-Learning paradigm in LAN CAI: Instructional design and using strategy, and design of CAI program for LAN.* Paper presented at the Seminar in KEDI, 13-64.

Baek, Youngkyun (1992, September). *The latest teaching media and their effective use in the future class in elementary schools.* Paper presented at the annual elementary education association of KSSE (The Korean Society for the Study of Education), Pusan Teacher's College.

Baek, Youngkyun (1992, January). *Direction and prospect of school management information.* Paper presented at the Annual Meeting of NASEC (The National Association for the Studies of Educational Computing).

Baek, Youngkyun (1991, October). *A study on the expressing way of knowledge for designing Intelligent Instruction System(ITS)".* Paper presented at the annual meeting of KSSE(The Korean Society for the Study of Education).

Baek, et., al.(1990, June). *Development, dissemination, and classroom use of educational software in Korea.* Paper presented at the Regional Seminar on Computers in Education in Asia and the Pacific, Tokyo, Japan.

Baek, et., al. (1989, December). *A study on reinforcing information education in social studies education*, A Conference of Information and Culture.

Baek, Youngkyun (1983, April). *An effect of children's self-concept and socioeconomic status on occupational development".* Monograph Commemorative of Ph. D. Lee Chung's 60th Birthday Anniversary, Korea University Publishing Section.

RESEARCH PROJECT

2009.06.12- 2009.12.15	Development of Teacher Training Program for 21st Century Learners (High School)	Korea Educational Research & Information Services
2008.09.01- 2008.11.28	Development of Web Contents for Decision Making about Career	Seoul Broad of Education
2008.09.01- 2008.11.28	Development of Teacher Training Program for 21st Century Learners (Middle School)	Korea Educational Research & Information Services
2007.12. - 2008.03.30	Development of Web Contents for Career Education and Teaching-Learning Mathematics(Level of 10-second) on Vacation High School, 2007,12-2008.3.30, Seoul Broad of Education	Seoul Broad of Education
2006.02.22- 2006.04.07	Analysis of Management Effect of Chungbuk Teaching & Learning Center.	Chungbuk Education & Science Institute
2005.12.01- 2006.05.31	The Study on Creating Korea Culture Contents and Development of Edutainment Storytelling for Edutainment Comic Series Project	Korea Culture & Content Agency
2005.11. - 2006.04.30	Basic Research of Computer Based Test for the Korean Language Capability	Korea Institute for Curriculum and Evaluation
2004.06.07- 2004.09.20	Development of Explanation for Assessment Item Developed in Middle School	Korea Educational Research & Information Services
2004.03.01- 2004.05.31	Study on the Construction and the Effect of PDF file for Online Self-Direction Learning	Korea Adobe Systems (Inc)
2004.05.01- 2004.08.31	The Study on the Construction and Utilization of Teaching and Learning Support Center	Korea National University of Education
2003.06.01 - 2003.09.30	Development Teacher Training Program for ICT Integrated Instructions	Korea Educational Research & Information Services
2003.05.01 - 2003.10.31	The Study on Development and Survey of Instrument for Assessing the Student ICT Skill	Korea Educational Research & Information Services
2002.12.01- 2003.08.31	Module Design of Collaborative Learning and Problem Solving Learning for Elementary School	Tnara(Co., Ltd)
2002.12.23- 2003.04.30	The Study on Analysis and Development Strategy for Educational Game Market	Korea Culture & Contents Agency
2002.12.01- 2003.11.30	Development of Media Education Text-Book for Teacher	National Research Foundation of Korea(Supporting to Cooperative Study of Subject Education in 2002)
2002.10.12- 2002.11.30	Overseas educational site information offer service	Korea Educational Research & Information Services
2002.10.16- 2002.11.20	The Study on Design and Development of an Input Device and an Evaluation program for Excellent Professor-Education Data Sorting, "KICE Professor Education Development Center"	Korea Institute for Curriculum and Evaluation
2002.05.08- 2002.09.07	The Study on Analysis of Type for Information Based Learning at School	Korea Educational Research & Information Services
2001.11.23- 2002.03.31	Development Project of Educational Multimedia Materials in 2001	Korea Educational Research & Information Services
2001.09.01- 2001.12.31	Study on Directions for Digital Text-Book/Reference	Electronic Book of Korea Consortium(EBK)
2000.02.19 -	Analysis of Web Site for Curriculum on Middle	Korea Educational

2000.05.04	School and High School	Research & Information Services
1996.11.	Research Project of Educational Software (8 volumes)	Ministry of Education and KEDI,
1995.10.	Research Project of Educational Software (21 volumes)",	Ministry of Education and KEDI,
1994.11.	Research Project of Fractional Number Game, Heungbujon (Using Intelligent Teaching System)	Seoul Metropolitan Office of Education
1994.01.31	Research Project of Integrated Packages for Teaching- Baewoomi (Learning)	Seoul Metropolitan Office of Education

Peer Review & Committee

Reviewer, American Educational Research Association, Fall 2010.
Program/Review Committee, The 3rd IEEE International Conference on Digital Game and Intelligent Toy Enhanced Learning, April 12-16, 2010, Kaohsiung, Taiwan
Program committee, SITE 2009-Society for Information Technology & Teacher Education International Conference, Charleston, SC, USA; March 2-6, 2009
Reviewer, AERA 2009 Annual Conference
Program/Review Committee, The 2nd IEEE International Conference on Digital Game and Intelligent Toy Enhanced Learning, November 17-19, 2008, Banff, Canada
Reviewer, Educational Technology and Society 2007-
Reviewer, Computers and Education, 2006 –
Reviewer, CyberPsychology, Behavior and Social Networking, 2006-
Editorial Board Member, International Journal of Gaming and Computer-Mediated Simulations, 2008- Present

TECHNICAL SKILLS

Teaching Tools
- Microsoft Office Suite (Word, PowerPoint, Access, Excel, Outlook)
- Acrobat Reader & Designer

Learning Management Systems
- Moodle

Communication Tools
- Skype
- Outlook, Gmail
- Facebook
- YouTube

Research Tools
- SPSS

Multimedia Production
- Photoshop CS4
- Quicktime
- SnagIt

Web Authoring Tools
- FrontPage
- Dreamweaver
- WS-FTP
- Linden Script Language

3D Immersive Virtual Environments
- Scripting in Second Life

JOINING ACADEMIC SOCIETY

American Educational Research Association
The Korean Society for the Study of Education

(The Society for the Study of Educational Technology)
The Korean Society for the Study of Information Science
(The Society for the Study of Computer Education)
The Korean Society for the Study of Cognitive Science
The Korea Society for the Study of Educational Technology
Delta Phi Kappa (Honor Society)